













Fig. 4

	Gesture	Meaning
(1)		Tap This point comes to the center of the image.
(2)		Tap & drag Tapped point is dragged.
(3)		Double tap This point is focused.
(4)		Arrow Camcorder is moved in the direction of the arrow. The arrow is stopped when a tap is inputted.
(5)		Two arrows Zooming-in is provided up to a region surrounded by the arrows.
(6)		Double circle Zooming-in is provided around the initially-drawn smaller circle up to the size of the secondly-written larger circle.
(7)		Pig tail Zooming-out is provided around the initially-pointed position and is stopped when a tap is inputted.
(8)		Double circle Zooming-out is provided around the initially-drawn larger circle up to the size of the secondly-drawn smaller circle.
(9)		Reciprocating motion Camcorder has a reciprocating motion at fixed speed within a range shown by the trajectory.
(10)		Double circle Camcorder has a circular motion at fixed speed when a double circle is written.